

DANIEL WEISBERG

Computer Engineering

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PROFESSIONAL EXPERIENCE

Software Developer

TribalScale

May - Aug 2017

- Designed and developed features in mobile application for ABC News (**over 5 million users**), CBS Radio (**over 400k users**), and GuestLogix
- Utilized **Java (Android Studio)** and **Swift (XCode)** to add features including CarPlay, video/audio streaming and **Localytics** logging
- Implemented mobile network layer using **Postman** and **Charles** to monitor endpoints
- Addressed issues using **Crashlytics** to reduce ABC News crash rate by **15%** and memory usage by **20%**
- Worked in 2-week production release cycle

Mobile Developer

VIQ Solutions

Sept - Dec 2016

- Designed and developed **iOS (Swift)** and **Android (Java)** version of "VIQ Enconnect" used in medical field
- Added feature to pause video recording and fixed issue with large videos corrupting when uploaded to server
- Implemented REST API backend with **SQL** database which decreased total network calls by **25%**
- Managed first release of application to App/Play store

Fullstack Web

Developer

OPTA Information Intelligence

Jan - Apr 2016

- Implemented **New Relic** tracking into production server to monitor program stability and resource usage
- Developed internal data transfer app in C# that moved **JSON** data between testing to production
- Built file storage website with **Asp.NET** framework to store the documents of **5000+** clients
- Presented completed software projects to managers

QA Analyst

Amaya Software

June - Aug 2015

- Developed Android app that automatically downloaded latest build from Jenkins saving 25 minutes every regression test
- Performed manual QA for Pokerstars app (**over 2 million users**) on iOS and Android platforms

PERSONAL PROJECTS

8 Android Apps

danielweisberg.com/play

- Developed, designed and released 8 personal android apps in the utilities and game sector
- Used Google Play analytics and feedback from over 35,000 cumulative installs, 250 reviews, 400 purchases to add improvements and bug fixes
- Utilized **Firebase**, **GPS**, **voice recognition**, **camera**, **sensor**, **network** technologies

ENVR | Enhanced VR

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- Designed, assembled and programmed attachment for virtual reality headsets that generated wind, mist and vibration to improve the experience (used **Unity**, **C++**)
- Worked with cofounder to create demo apps for the product, business plan, pitch deck, and arrange meetings with influencers in the virtual reality space

Thrives in **Agile** Environments

Experienced **Presenter** and **Public Speaker**

Made a cool wireless **Robotic Arm**

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SKILLS

Programming

Java	4 years
C#	3 years
C++	2 years
Python	2 years
Swift	1 year

Technologies

New Relic	SQL	NoSQL
Firebase	VIM	Unity
Jenkins	Postman	Pivotal
XCode	Android Studio	Git/Mercurial
Visual Studio	Confluence	Jira

ADDITIONAL EXPERIENCE

Hackathons

- Finhacks Nov 2016 (1st Place)

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Worked with team of 6 to create chatbot which took savings goal and displayed progress to goal on a hardware light strip

- Velocity Jan 2016 (1st Place)

Created motorized hardware platform which housed camera that was controlled using a phone's gyroscope sensor. This allowed for more natural camera control.

- Hack Lassonde Feb 2017

Used Xbox **Kinect** to track users movement which controlled a car over WiFi. Added live video stream from a phone's camera on the car for out-of-sight control.

Achievements

- Grant recipient for Summer Company program from City of Vaughan to create a microcontroller for robots
- Computer Engineering Award 2015
- DECA internationals competitor for *Growing your Business* category 2015